

[CF Elite Tracker](#)

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Unique solved — LLI E P JI O K

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 584

1.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[LLI E P JI O K's solution](#)

2.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LLI E P JI O K's solution](#)

3.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: greedy

[LLI E P JI O K's solution](#)

4.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: math

[LLI E P JI O K's solution](#)

5.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2020-06-20 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math, number theory

[LLI E P JI O K's solution](#)

6.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · JavaScript (first AC) · Tags: math

[LLI E P JI O K's solution](#)

7.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · JavaScript (first AC) · Tags: math

[LLI E P JI O K's solution](#)

8.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2019-01-26 · JavaScript (first AC) · Tags: math, number theory

[LLI E P JI O K's solution](#)

9.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LLI E P JI O K's solution](#)

10.

1080A

[Petya and Origami](#) · Tutorial

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[LLI_E_P_JI_O_K's solution](#)

11.

1028A

[Find Square](#) · Tutorial

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

12.

976A

[Minimum Binary Number](#) · Tutorial

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

13.

952A

[Quirky Quantifiers](#) · Tutorial

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[LLI_E_P_JI_O_K's solution](#)

14.

908A

[New Year and Counting Cards](#) · Tutorial

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, implementation

[LLI_E_P_JI_O_K's solution](#)

15.

884A

[Book Reading](#) · Tutorial

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-27 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

16.

837A

[Text Volume](#) · Tutorial

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-03 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

17.

835A

[Key races](#) · Tutorial

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: math

[LLI_E_P_JI_O_K's solution](#)

18.

831B

[Keyboard Layouts](#) · Tutorial

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[LLI_E_P_JI_O_K's solution](#)

19.

822A

[I'm bored with life](#) · Tutorial

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[LLI_E_P_JI_O_K's solution](#)

20.

818A

[Diplomas and Certificates](#) · Tutorial

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: implementation, math

[LLI_E_P_JI_O_K's solution](#)

21.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-25 · MS C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

22.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

23.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

24.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[LLI E P JI O K's solution](#)

25.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: binary search, brute force, implementation, math

[LLI E P JI O K's solution](#)

26.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · MS C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

27.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-13 · MS C++ (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

28.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

29.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: constructive algorithms, math

[LLI E P JI O K's solution](#)

30.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[LLI E P JI O K's solution](#)

31.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,840 global accepts · Rating: 800 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

32.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,454 global accepts · Rating: 800 · first AC: 2012-06-24 · MS C++ (first AC) · Tags: implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

33.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,800 global accepts · Rating: 800 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: greedy, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

34.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

35.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · JavaScript (first AC) · Tags: greedy, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

36.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2019-01-26 · JavaScript (first AC) · Tags: math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

37.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,710 global accepts · Rating: 900 · first AC: 2019-01-26 · last AC: 2019-01-26 · JavaScript (first AC) · Tags: brute force, dp, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

38.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

39.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

40.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

41.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

42.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · MS C++ (first AC) · Tags: brute force, implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

43.

820A

[Mister B and Book Reading](#) · Tutorial

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

44.

807A

[Is it rated?](#) · Tutorial

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[LLI_E_P_JI_O_K's solution](#)

45.

793A

[Oleg and shares](#) · Tutorial

Quality: 8,018 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[LLI_E_P_JI_O_K's solution](#)

46.

776A

[A Serial Killer](#) · Tutorial

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LLI_E_P_JI_O_K's solution](#)

47.

768A

[Oath of the Night's Watch](#) · Tutorial

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[LLI_E_P_JI_O_K's solution](#)

48.

670A

[Holidays](#) · Tutorial

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LLI_E_P_JI_O_K's solution](#)

49.

622B

[The Time](#) · Tutorial

Quality: 10,960 global accepts · Rating: 900 · first AC: 2016-02-10 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

50.

616A

[Comparing Two Long Integers](#) · Tutorial

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: implementation, strings

[LLI_E_P_JI_O_K's solution](#)

51.

611A

[New Year and Days](#) · Tutorial

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

52.

549A

[Face Detection](#) · Tutorial

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings

[LLI_E_P_JI_O_K's solution](#)

53.

149A

[Business trip](#) · Tutorial

Quality: 45,992 global accepts · Rating: 900 · first AC: 2012-02-10 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[LLI_E_P_JI_O_K's solution](#)

54.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: greedy, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

55.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

56.

1111A

[Superhero Transformation](#) · [Tutorial](#)

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · JavaScript (first AC) · Tags: implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

57.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · JavaScript (first AC) · Tags: math, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

58.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2019-01-26 · JavaScript (first AC) · Tags: math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

59.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

60.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

61.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

62.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

63.

1027A

[Palindromic Twist](#) · [Tutorial](#)

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

64.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

65.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: sortings

[LLI_E_P_JI_O_K's solution](#)

66.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

67.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

68.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · MS C++ (first AC) · Tags: brute force, implementation, strings

[LLI_E_P_JI_O_K's solution](#)

69.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · MS C++ (first AC) · Tags: constructive algorithms

[LLI_E_P_JI_O_K's solution](#)

70.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-04 · MS C++ (first AC) · Tags: constructive algorithms

[LLI_E_P_JI_O_K's solution](#)

71.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[LLI_E_P_JI_O_K's solution](#)

72.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · MS C++ (first AC) · Tags: constructive algorithms, math

[LLI_E_P_JI_O_K's solution](#)

73.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[LLI_E_P_JI_O_K's solution](#)

74.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

75.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

76.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

77.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

78.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

79.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2016-03-25 · MS C++ (first AC) · Tags: sortings

[LLI_E_P_JI_O_K's solution](#)

80.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · MS C++ (first AC) · Tags: *special, constructive algorithms

[LLI_E_P_JI_O_K's solution](#)

81.

628A

[Tennis Tournament](#) · [Tutorial](#)

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · MS C++ (first AC) · Tags: implementation, math

[LLI_E_P_JI_O_K's solution](#)

82.

622A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · MS C++ (first AC) · Tags: implementation, math

[LLI_E_P_JI_O_K's solution](#)

83.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

84.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: games, greedy

[LLI_E_P_JI_O_K's solution](#)

85.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

86.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[LLI_E_P_JI_O_K's solution](#)

87.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

88.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

89.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

90.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2011-01-31 · MS C++ (first AC) · Tags: greedy, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

91.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2010-10-25 · MS C++ (first AC) · Tags: sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

92.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · JavaScript (first AC) · Tags: implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

93.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

94.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

95.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

96.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · MS C++ (first AC) · Tags: implementation, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

97.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

98.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

99.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-05-11 · MS C++ (first AC) · Tags: brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

100.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-02-26 · MS C++ (first AC) · Tags: brute force, greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

101.

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

102.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

103.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-17 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

104.

675A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · MS C++ (first AC) · Tags: math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

105.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

106.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: greedy, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

107.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · JavaScript (first AC) · Tags: binary search, greedy, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

108.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · JavaScript (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

109.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

110.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

111.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

112.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

113.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

114.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

115.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

116.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · MS C++ (first AC) · Tags: implementation
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

117.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: implementation
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

118.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, implementation
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

119.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

120.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[LLI E P JI O K's solution](#)

121.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[LLI E P JI O K's solution](#)

122.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[LLI E P JI O K's solution](#)

123.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

124.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · MS C++ (first AC) · Tags: implementation, strings

[LLI E P JI O K's solution](#)

125.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,286 global accepts · Rating: 1200 · first AC: 2016-09-11 · MS C++ (first AC) · Tags: implementation, sortings

[LLI E P JI O K's solution](#)

126.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · MS C++ (first AC) · Tags: sortings

[LLI E P JI O K's solution](#)

127.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[LLI E P JI O K's solution](#)

128.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: greedy, math

[LLI E P JI O K's solution](#)

129.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[LLI E P JI O K's solution](#)

130.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · MS C++ (first AC) · Tags: —

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

131.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

132.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · MS C++ (first AC) · Tags: implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

133.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

134.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2012-08-18 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

135.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · MS C++ (first AC) · Tags: brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

136.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-08 · MS C++ (first AC) · Tags: greedy, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

137.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

138.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · JavaScript (first AC) · Tags: greedy, sortings, two pointers

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

139.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

140.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

141.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

142.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

143.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

144.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

145.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

146.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

147.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

148.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · MS C++ (first AC) · Tags: brute force, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

149.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

150.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

151.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

152.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive,

trees

[LLI E P JI O K's solution](#)

153.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[LLI E P JI O K's solution](#)

154.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · MS C++ (first AC) · Tags: brute force, implementation

[LLI E P JI O K's solution](#)

155.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: implementation, sortings

[LLI E P JI O K's solution](#)

156.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2016-04-20 · MS C++ (first AC) · Tags: dp, greedy, strings

[LLI E P JI O K's solution](#)

157.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-02-19 · MS C++ (first AC) · Tags: greedy, strings

[LLI E P JI O K's solution](#)

158.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2016-02-19 · MS C++ (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

159.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LLI E P JI O K's solution](#)

160.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[LLI E P JI O K's solution](#)

161.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · MS C++ (first AC) · Tags: brute force, implementation, strings

[LLI E P JI O K's solution](#)

162.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,185 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[LLI E P JI O K's solution](#)

163.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

164.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · last AC: 2013-06-02 · MS C++ (first AC) · Tags: greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

165.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · MS C++ (first AC) · Tags: constructive algorithms, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

166.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: implementation, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

167.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · MS C++ (first AC) · Tags: brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

168.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2011-01-31 · MS C++ (first AC) · Tags: greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

169.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

170.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

171.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

172.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: expression parsing, implementation, sortings, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

173.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

174.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · JavaScript (first AC) · Tags: greedy, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

175.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

176.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

177.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

178.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

179.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · MS C++ (first AC) · Tags: data structures, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

180.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-04 · MS C++ (first AC) · Tags: combinatorics

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

181.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

182.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2015-12-01 · last AC: 2017-01-03 · MS C++ (first AC) · Tags: binary search, greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

183.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · MS C++ (first AC) · Tags: brute force, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

184.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: binary search, brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

185.

668A

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-25 · MS C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

186.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · MS C++ (first AC) · Tags: brute force

[LLI E P JI O K's solution](#)

187.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · MS C++ (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

188.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: data structures, geometry, math

[LLI E P JI O K's solution](#)

189.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · MS C++ (first AC) · Tags: brute force, constructive algorithms

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190.

612C

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191.

538B

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192.

538A

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193.

516A

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194.

513B1

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195.

480A

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Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[LLI E P JI O K's solution](#)

196.

436B

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197.

316A2

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198.

228B

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Quality: 3,637 global accepts · Rating: 1400 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: brute force, implementation

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199.

226A

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200.

219B

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201.

203C

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202.

24A

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203.

1105C

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Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LLI_E_P_JI_O_K's solution](#)

204.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[LLI_E_P_JI_O_K's solution](#)

205.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

206.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

207.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy,

implementation, math

[LLI E P JI O K's solution](#)

208.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

209.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[LLI E P JI O K's solution](#)

210.

976C

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Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[LLI E P JI O K's solution](#)

211.

930A

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Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[LLI E P JI O K's solution](#)

212.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, geometry, implementation, math

[LLI E P JI O K's solution](#)

213.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · MS C++ (first AC) · Tags: dfs and similar, greedy, math

[LLI E P JI O K's solution](#)

214.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · MS C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[LLI E P JI O K's solution](#)

215.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · MS C++ (first AC) · Tags: greedy, implementation

[LLI E P JI O K's solution](#)

216.

845C

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Quality: 13,739 global accepts · Rating: 1500 · first AC: 2017-08-21 · MS C++ (first AC) · Tags: data structures, greedy, sortings

[LLI E P JI O K's solution](#)

217.

837C

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Quality: 4,563 global accepts · Rating: 1500 · first AC: 2017-08-03 · last AC: 2017-08-03 · MS C++ (first AC) · Tags: brute force, implementation

[LLI E P JI O K's solution](#)

218.

825D

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Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · MS C++ (first AC) · Tags: binary search, greedy, implementation

[LLI_E_P_JI_O_K's solution](#)

219.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2017-03-25 · MS C++ (first AC) · Tags: dp, math, matrices

[LLI_E_P_JI_O_K's solution](#)

220.

790A

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Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[LLI_E_P_JI_O_K's solution](#)

221.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[LLI_E_P_JI_O_K's solution](#)

222.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · MS C++ (first AC) · Tags: dfs and similar, graphs

[LLI_E_P_JI_O_K's solution](#)

223.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · MS C++ (first AC) · Tags: constructive algorithms, math

[LLI_E_P_JI_O_K's solution](#)

224.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · MS C++ (first AC) · Tags: dfs and similar, graphs

[LLI_E_P_JI_O_K's solution](#)

225.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: binary search, implementation

[LLI_E_P_JI_O_K's solution](#)

226.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: greedy

[LLI_E_P_JI_O_K's solution](#)

227.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, implementation

[LLI_E_P_JI_O_K's solution](#)

228.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2015-09-10 · MS C++ (first AC) · Tags: math, number theory

[LLI_E_P_JI_O_K's solution](#)

229.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

230.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[LLI E P JI O K's solution](#)

231.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · MS C++ (first AC) · Tags: greedy

[LLI E P JI O K's solution](#)

232.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[LLI E P JI O K's solution](#)

233.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

234.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · MS C++ (first AC) · Tags: greedy

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235.

316E1

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Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, data structures

[LLI E P JI O K's solution](#)

236.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, dfs and similar

[LLI E P JI O K's solution](#)

237.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · last AC: 2013-06-02 · MS C++ (first AC) · Tags: combinatorics

[LLI E P JI O K's solution](#)

238.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · last AC: 2013-06-02 · MS C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

239.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: binary search, dp, two pointers

[LLI E P JI O K's solution](#)

240.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: brute force, two pointers

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241.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-07-11 · MS C++ (first AC) · Tags: binary search, data structures

[LLI E P JI O K's solution](#)

242.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · MS C++ (first AC) · Tags: binary search, combinatorics, dp

[LLI E P JI O K's solution](#)

243.

50B

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Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: strings

[LLI E P JI O K's solution](#)

244.

24B

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Quality: 2,036 global accepts · Rating: 1500 · first AC: 2010-10-08 · MS C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

245.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math

[LLI E P JI O K's solution](#)

246.

1036B

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Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[LLI E P JI O K's solution](#)

247.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[LLI E P JI O K's solution](#)

248.

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LLI E P JI O K's solution](#)

249.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[LLI E P JI O K's solution](#)

250.

986A

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Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

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251.

980B

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Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[LLI E P JI O K's solution](#)

252.

966A

[Stairs and Elevators](#) · Tutorial

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[LLI E P JI O K's solution](#)

253.

952C

[Ravioli Sort](#) · Tutorial

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

254.

947B

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Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[LLI E P JI O K's solution](#)

255.

930B

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Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · MS C++ (first AC) · Tags: implementation, probabilities, strings

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256.

860B

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Rating: 1600 · first AC: 2017-09-17 · MS C++ (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[LLI E P JI O K's solution](#)

257.

845B

[Luba And The Ticket](#) · Tutorial

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[LLI E P JI O K's solution](#)

258.

837B

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Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · MS C++ (first AC) · Tags: brute force, implementation

[LLI E P JI O K's solution](#)

259.

835C

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Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: dp, implementation

[LLI E P JI O K's solution](#)

260.

825C

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Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · MS C++ (first AC) · Tags: greedy, implementation

[LLI E P JI O K's solution](#)

261.

825B

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Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · MS C++ (first AC) · Tags: brute force, implementation

[LLI E P JI O K's solution](#)

262.

831E

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Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures

[LLI_E_P_JI_O_K's solution](#)

263.

822C

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Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-02 · MS C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[LLI_E_P_JI_O_K's solution](#)

264.

818B

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[LLI_E_P_JI_O_K's solution](#)

265.

793B

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Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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266.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: binary search, ternary search

[LLI_E_P_JI_O_K's solution](#)

267.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[LLI_E_P_JI_O_K's solution](#)

268.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

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269.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · last AC: 2017-01-02 · MS C++ (first AC) · Tags: data structures, dsu

[LLI_E_P_JI_O_K's solution](#)

270.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2016-12-06 · MS C++ (first AC) · Tags: dfs and similar, math

[LLI_E_P_JI_O_K's solution](#)

271.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu

[LLI_E_P_JI_O_K's solution](#)

272.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

273.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-13 · MS C++ (first AC) · Tags: implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

274.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

275.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-13 · MS C++ (first AC) · Tags: implementation, math, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

276.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

277.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · MS C++ (first AC) · Tags: implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

278.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2016-04-08 · MS C++ (first AC) · Tags: binary search, dp, two pointers

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

279.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: binary search, two pointers

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

280.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: dfs and similar

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

281.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-24 · MS C++ (first AC) · Tags: binary search, dp

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

282.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

283.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

284.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: implementation, strings

[LLI E P JI O K's solution](#)

285.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · MS C++ (first AC) · Tags: brute force, geometry, math

[LLI E P JI O K's solution](#)

286.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[LLI E P JI O K's solution](#)

287.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LLI E P JI O K's solution](#)

288.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[LLI E P JI O K's solution](#)

289.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: probabilities

[LLI E P JI O K's solution](#)

290.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

291.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

292.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-28 · MS C++ (first AC) · Tags: binary search, math, sortings

[LLI E P JI O K's solution](#)

293.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · last AC: 2013-09-22 · MS C++ (first AC) · Tags: games, math, number theory

[LLI E P JI O K's solution](#)

294.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dfs and similar, dp

[LLI E P JI O K's solution](#)

295.

314A

[Sereja and Contest](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-07 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

296.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · last AC: 2013-06-02 · MS C++ (first AC) · Tags: combinatorics

[LLI_E_P_JI_O_K's solution](#)

297.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · last AC: 2013-06-02 · MS C++ (first AC) · Tags: greedy, math

[LLI_E_P_JI_O_K's solution](#)

298.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · MS C++ (first AC) · Tags: bitmasks

[LLI_E_P_JI_O_K's solution](#)

299.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2012-10-21 · MS C++ (first AC) · Tags: number theory

[LLI_E_P_JI_O_K's solution](#)

300.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: binary search, greedy, number theory

[LLI_E_P_JI_O_K's solution](#)

301.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: brute force, dp, greedy

[LLI_E_P_JI_O_K's solution](#)

302.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · MS C++ (first AC) · Tags: brute force, math

[LLI_E_P_JI_O_K's solution](#)

303.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: implementation

[LLI_E_P_JI_O_K's solution](#)

304.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: dfs and similar, graphs

[LLI_E_P_JI_O_K's solution](#)

305.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · JavaScript (first AC) · Tags: constructive algorithms, dsu

[LLI_E_P_JI_O_K's solution](#)

306.

1118D1

[Coffee and Coursework \(Easy version\) · Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · JavaScript (first AC) · Tags: brute force, greedy

[LLI_E_P_JI_O_K's solution](#)

307.

1118D2

[Coffee and Coursework \(Hard Version\) · Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · JavaScript (first AC) · Tags: binary search, greedy

[LLI_E_P_JI_O_K's solution](#)

308.

1118C

[Palindromic Matrix · Tutorial](#)

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · JavaScript (first AC) · Tags: constructive algorithms, implementation

[LLI_E_P_JI_O_K's solution](#)

309.

1051D

[Bicolorings · Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[LLI_E_P_JI_O_K's solution](#)

310.

1037D

[Valid BFS? · Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[LLI_E_P_JI_O_K's solution](#)

311.

1027D

[Mouse Hunt · Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LLI_E_P_JI_O_K's solution](#)

312.

990D

[Graph And Its Complement · Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[LLI_E_P_JI_O_K's solution](#)

313.

983A

[Finite or not? · Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[LLI_E_P_JI_O_K's solution](#)

314.

980C

[Posterized · Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[LLI_E_P_JI_O_K's solution](#)

315.

966B

[Resource Distribution · Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[LLI_E_P_JI_O_K's solution](#)

316.

956C

[Riverside Curio · Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[LLI E P JI O K's solution](#)

317.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[LLI E P JI O K's solution](#)

318.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · last AC: 2017-12-31 · MS C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[LLI E P JI O K's solution](#)

319.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · MS C++ (first AC) · Tags: binary search, dfs and similar

[LLI E P JI O K's solution](#)

320.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[LLI E P JI O K's solution](#)

321.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-14 · MS C++ (first AC) · Tags: brute force, constructive algorithms

[LLI E P JI O K's solution](#)

322.

827A

[String Reconstruction](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · last AC: 2017-07-12 · MS C++ (first AC) · Tags: data structures, greedy, sortings, strings

[LLI E P JI O K's solution](#)

323.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[LLI E P JI O K's solution](#)

324.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · MS C++ (first AC) · Tags: binary search, math

[LLI E P JI O K's solution](#)

325.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · MS C++ (first AC) · Tags: binary search, strings

[LLI E P JI O K's solution](#)

326.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[LLI E P JI O K's solution](#)

327.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[LLI E P JI O K's solution](#)

328.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · MS C++ (first AC) · Tags: binary search

[LLI E P JI O K's solution](#)

329.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LLI E P JI O K's solution](#)

330.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · MS C++ (first AC) · Tags: dfs and similar, math, probabilities, trees

[LLI E P JI O K's solution](#)

331.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · MS C++ (first AC) · Tags: dfs and similar, dsu, math

[LLI E P JI O K's solution](#)

332.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · MS C++ (first AC) · Tags: math, number theory

[LLI E P JI O K's solution](#)

333.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: data structures, dsu, strings

[LLI E P JI O K's solution](#)

334.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special, implementation

[LLI E P JI O K's solution](#)

335.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · MS C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[LLI E P JI O K's solution](#)

336.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2016-03-01 · MS C++ (first AC) · Tags: sortings, strings

[LLI E P JI O K's solution](#)

337.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · MS C++ (first AC) · Tags: data structures, implementation

[LLI E P JI O K's solution](#)

338.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · last AC: 2016-02-07 · GNU C++11 (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

339.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[LLI E P JI O K's solution](#)

340.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: geometry, math

[LLI E P JI O K's solution](#)

341.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[LLI E P JI O K's solution](#)

342.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: geometry

[LLI E P JI O K's solution](#)

343.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[LLI E P JI O K's solution](#)

344.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[LLI E P JI O K's solution](#)

345.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: hashing, strings

[LLI E P JI O K's solution](#)

346.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1700 · first AC: 2013-04-11 · last AC: 2013-06-02 · MS C++ (first AC) · Tags: dp, graphs, shortest paths

[LLI E P JI O K's solution](#)

347.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · last AC: 2013-06-02 · MS C++ (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

348.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[LLI E P JI O K's solution](#)

349.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: dp, matrices

[LLI E P JI O K's solution](#)

350.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-17 · MS C++ (first AC) · Tags: data structures, expression parsing, implementation

[LLI E P JI O K's solution](#)

351.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-03 · MS C++ (first AC) · Tags: geometry, implementation, math

[LLI E P JI O K's solution](#)

352.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: implementation, math

[LLI E P JI O K's solution](#)

353.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: geometry, math

[LLI E P JI O K's solution](#)

354.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 1700 · first AC: 2010-12-28 · MS C++ (first AC) · Tags: expression parsing

[LLI E P JI O K's solution](#)

355.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-20 · last AC: 2019-02-20 · JavaScript (first AC) · Tags: dfs and similar, trees

[LLI E P JI O K's solution](#)

356.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · JavaScript (first AC) · Tags: dp, implementation, math, number theory

[LLI E P JI O K's solution](#)

357.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2019-01-26 · last AC: 2019-01-26 · JavaScript (first AC) · Tags: brute force, geometry, math

[LLI E P JI O K's solution](#)

358.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

359.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[LLI E P JI O K's solution](#)

360.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[LLI E P JI O K's solution](#)

361.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[LLI E P JI O K's solution](#)

362.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[LLI E P JI O K's solution](#)

363.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · MS C++ (first AC) · Tags: binary search, data structures, implementation

[LLI E P JI O K's solution](#)

364.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · last AC: 2017-01-03 · MS C++ (first AC) · Tags: data structures, greedy

[LLI E P JI O K's solution](#)

365.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-13 · MS C++ (first AC) · Tags: implementation, strings

[LLI E P JI O K's solution](#)

366.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · MS C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[LLI E P JI O K's solution](#)

367.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · MS C++ (first AC) · Tags: dp, geometry, greedy, implementation

[LLI E P JI O K's solution](#)

368.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · last AC: 2016-04-30 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[LLI E P JI O K's solution](#)

369.

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: implementation

[LLI E P JI O K's solution](#)

370.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2016-03-25 · last AC: 2016-03-25 · MS C++ (first AC) · Tags: data structures, sortings
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

371.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2016-03-18 · last AC: 2016-03-21 · MS C++ (first AC) · Tags: binary search, dp, graphs
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

372.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · MS C++ (first AC) · Tags: constructive algorithms, graphs
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

373.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

374.

604D

[Modular Arithmetic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-12-01 · MS C++ (first AC) · Tags: combinatorics, dsu, math, number theory
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

375.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

376.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

377.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

378.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, divide and conquer, math
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

379.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

380.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · MS C++ (first AC) · Tags: binary search, brute force, implementation
[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

381.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[LLI E P JI O K's solution](#)

382.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: binary search, brute force, math

[LLI E P JI O K's solution](#)

383.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · MS C++ (first AC) · Tags: constructive algorithms

[LLI E P JI O K's solution](#)

384.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: constructive algorithms, data structures

[LLI E P JI O K's solution](#)

385.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: math, ternary search

[LLI E P JI O K's solution](#)

386.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-06-24 · MS C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

[LLI E P JI O K's solution](#)

387.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-24 · MS C++ (first AC) · Tags: brute force, implementation

[LLI E P JI O K's solution](#)

388.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[LLI E P JI O K's solution](#)

389.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: binary search, data structures, greedy

[LLI E P JI O K's solution](#)

390.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-01-31 · MS C++ (first AC) · Tags: brute force

[LLI E P JI O K's solution](#)

391.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: hashing, implementation

[LLI_E_P_JI_O_K's solution](#)

392.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-25 · MS C++ (first AC) · Tags: greedy, implementation

[LLI_E_P_JI_O_K's solution](#)

393.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-08 · last AC: 2010-10-14 · MS C++ (first AC) · Tags: greedy

[LLI_E_P_JI_O_K's solution](#)

394.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2010-10-08 · MS C++ (first AC) · Tags: shortest paths

[LLI_E_P_JI_O_K's solution](#)

395.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[LLI_E_P_JI_O_K's solution](#)

396.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[LLI_E_P_JI_O_K's solution](#)

397.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[LLI_E_P_JI_O_K's solution](#)

398.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[LLI_E_P_JI_O_K's solution](#)

399.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · MS C++ (first AC) · Tags: data structures, dp

[LLI_E_P_JI_O_K's solution](#)

400.

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: brute force, dp, hashing, strings

[LLI_E_P_JI_O_K's solution](#)

401.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[LLI_E_P_JI_O_K's solution](#)

402.

782D

[Innokenty and a Football League](#) · Tutorial

Rating: 1900 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: graphs, greedy, shortest paths, strings

[LLI_E_P_JI_O_K's solution](#)

403.

737C

[Subordinates](#) · Tutorial

Rating: 1900 · first AC: 2016-11-20 · MS C++ (first AC) · Tags: graphs, greedy

[LLI_E_P_JI_O_K's solution](#)

404.

730J

[Bottles](#) · Tutorial

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · MS C++ (first AC) · Tags: dp

[LLI_E_P_JI_O_K's solution](#)

405.

717E

[Paint it really, really dark gray](#) · Tutorial

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2016-09-11 · MS C++ (first AC) · Tags: dfs and similar

[LLI_E_P_JI_O_K's solution](#)

406.

717D

[Dexterina's Lab](#) · Tutorial

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · MS C++ (first AC) · Tags: games, matrices, probabilities

[LLI_E_P_JI_O_K's solution](#)

407.

691E

[Xor-sequences](#) · Tutorial

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2016-07-13 · MS C++ (first AC) · Tags: matrices

[LLI_E_P_JI_O_K's solution](#)

408.

687C

[The Values You Can Make](#) · Tutorial

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · MS C++ (first AC) · Tags: dp

[LLI_E_P_JI_O_K's solution](#)

409.

682D

[Alyona and Strings](#) · Tutorial

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · MS C++ (first AC) · Tags: dp, strings

[LLI_E_P_JI_O_K's solution](#)

410.

660D

[Number of Parallelograms](#) · Tutorial

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-10 · MS C++ (first AC) · Tags: geometry

[LLI_E_P_JI_O_K's solution](#)

411.

656G

[You're a Professional](#) · Tutorial

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · FPC (first AC) · Tags: *special

[LLI_E_P_JI_O_K's solution](#)

412.

650B

[Image Preview](#) · Tutorial

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · MS C++ (first AC) · Tags: binary search, brute force, dp, two pointers

[LLI_E_P_JI_O_K's solution](#)

413.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2015-12-24 · MS C++ (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

414.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: constructive algorithms, dp, matrices

[LLI E P JI O K's solution](#)

415.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[LLI E P JI O K's solution](#)

416.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[LLI E P JI O K's solution](#)

417.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[LLI E P JI O K's solution](#)

418.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force

[LLI E P JI O K's solution](#)

419.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

420.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-31 · last AC: 2014-12-31 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LLI E P JI O K's solution](#)

421.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation

[LLI E P JI O K's solution](#)

422.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[LLI E P JI O K's solution](#)

423.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[LLI E P JI O K's solution](#)

424.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: brute force, combinatorics, dp

[LLI E P JI O K's solution](#)

425.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: combinatorics, graphs, math

[LLI E P JI O K's solution](#)

426.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · MS C++ (first AC) · Tags: greedy

[LLI E P JI O K's solution](#)

427.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: data structures, dp, strings

[LLI E P JI O K's solution](#)

428.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: combinatorics, math, number theory

[LLI E P JI O K's solution](#)

429.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2010-10-25 · MS C++ (first AC) · Tags: data structures, greedy, trees

[LLI E P JI O K's solution](#)

430.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[LLI E P JI O K's solution](#)

431.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-23 · JavaScript (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[LLI E P JI O K's solution](#)

432.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[LLI E P JI O K's solution](#)

433.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-02 · last AC: 2018-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[LLI E P JI O K's solution](#)

434.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · MS C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

435.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · MS C++ (first AC) · Tags: brute force, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

436.

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · MS C++ (first AC) · Tags: brute force, greedy

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

437.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

438.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

439.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

440.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

441.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2017-01-06 · last AC: 2017-01-06 · GNU C++11 (first AC) · Tags: geometry

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

442.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-24 · last AC: 2016-08-24 · MS C++ (first AC) · Tags: dfs and similar, dp

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

443.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · MS C++ (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

444.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-05-11 · MS C++ (first AC) · Tags: binary search, greedy

[LLI E P JI O K's solution](#)

445.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 2000 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: data structures

[LLI E P JI O K's solution](#)

446.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special

[LLI E P JI O K's solution](#)

447.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special

[LLI E P JI O K's solution](#)

448.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dp, hashing, strings

[LLI E P JI O K's solution](#)

449.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: ternary search

[LLI E P JI O K's solution](#)

450.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[LLI E P JI O K's solution](#)

451.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[LLI E P JI O K's solution](#)

452.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, probabilities

[LLI E P JI O K's solution](#)

453.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2014-11-22 · MS C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[LLI E P JI O K's solution](#)

454.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[LLI E P JI O K's solution](#)

455.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[LLI E P JI O K's solution](#)

456.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2013-09-20 · last AC: 2013-09-22 · MS C++ (first AC) · Tags: dp, strings

[LLI E P JI O K's solution](#)

457.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: dp, hashing

[LLI E P JI O K's solution](#)

458.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2011-01-31 · MS C++ (first AC) · Tags: greedy, strings

[LLI E P JI O K's solution](#)

459.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: dp, math, probabilities

[LLI E P JI O K's solution](#)

460.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: geometry

[LLI E P JI O K's solution](#)

461.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2010-10-11 · MS C++ (first AC) · Tags: brute force, implementation, math

[LLI E P JI O K's solution](#)

462.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-08 · MS C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings

[LLI E P JI O K's solution](#)

463.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[LLI E P JI O K's solution](#)

464.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LLI E P JI O K's solution](#)

465.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: brute force, greedy

[LLI E P JI O K's solution](#)

466.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[LLI E P JI O K's solution](#)

467.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[LLI E P JI O K's solution](#)

468.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[LLI E P JI O K's solution](#)

469.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[LLI E P JI O K's solution](#)

470.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[LLI E P JI O K's solution](#)

471.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[LLI E P JI O K's solution](#)

472.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: dp, matrices

[LLI E P JI O K's solution](#)

473.

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LLI E P JI O K's solution](#)

474.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[LLI E P JI O K's solution](#)

475.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math

[LLI E P JI O K's solution](#)

476.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy

[LLI E P JI O K's solution](#)

477.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: flows, graph matchings, number theory

[LLI E P JI O K's solution](#)

478.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · MS C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[LLI E P JI O K's solution](#)

479.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, ternary search

[LLI E P JI O K's solution](#)

480.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[LLI E P JI O K's solution](#)

481.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: data structures

[LLI E P JI O K's solution](#)

482.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-01-11 · MS C++ (first AC) · Tags: brute force, dp, strings

[LLI E P JI O K's solution](#)

483.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[LLI E P JI O K's solution](#)

484.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: dp, math, probabilities

[LLI E P JI O K's solution](#)

485.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[LLI E P JI O K's solution](#)

486.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-18 · MS C++ (first AC) · Tags: greedy

[LLI E P JI O K's solution](#)

487.

820C

[Mister B and Boring Game](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2200 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: games, greedy

[LLI E P JI O K's solution](#)

488.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

489.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · last AC: 2016-07-13 · MS C++ (first AC) · Tags: brute force, dp, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

490.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-03-18 · MS C++ (first AC) · Tags: dp, greedy, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

491.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2016-02-19 · MS C++ (first AC) · Tags: dp

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

492.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: binary search, two pointers

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

493.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

494.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · last AC: 2015-07-23 · MS C++ (first AC) · Tags: combinatorics, dp, math, number theory

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

495.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

496.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

497.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

498.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[LLI E P JI O K's solution](#)

499.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[LLI E P JI O K's solution](#)

500.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dfs and similar, implementation

[LLI E P JI O K's solution](#)

501.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: string suffix structures

[LLI E P JI O K's solution](#)

502.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-16 · last AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[LLI E P JI O K's solution](#)

503.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-02-10 · last AC: 2018-02-10 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[LLI E P JI O K's solution](#)

504.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[LLI E P JI O K's solution](#)

505.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-19 · last AC: 2016-02-19 · MS C++ (first AC) · Tags: data structures, implementation

[LLI E P JI O K's solution](#)

506.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[LLI E P JI O K's solution](#)

507.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2014-11-21 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory

[LLI E P JI O K's solution](#)

508.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · MS C++ (first AC) · Tags: brute force, dp

[LLI E P JI O K's solution](#)

509.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: math

[LLI E P JI O K's solution](#)

510.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2010-11-16 · MS C++ (first AC) · Tags: data structures

[LLI E P JI O K's solution](#)

511.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[LLI E P JI O K's solution](#)

512.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[LLI E P JI O K's solution](#)

513.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2018-04-15 · last AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[LLI E P JI O K's solution](#)

514.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-07-16 · MS C++ (first AC) · Tags: dp, hashing, string suffix structures, strings

[LLI E P JI O K's solution](#)

515.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-05 · last AC: 2017-07-05 · MS C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures

[LLI E P JI O K's solution](#)

516.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: math, probabilities

[LLI E P JI O K's solution](#)

517.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2016-04-20 · MS C++ (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[LLI E P JI O K's solution](#)

518.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-03-01 · last AC: 2016-03-01 · MS C++ (first AC) · Tags: divide and conquer, dp, fft, math

[LLI E P JI O K's solution](#)

519.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-07 · last AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

520.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

521.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · last AC: 2016-11-20 · MS C++ (first AC) · Tags: dp, games

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

522.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · MS C++ (first AC) · Tags: data structures, dp, matrices, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

523.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2016-02-11 · last AC: 2016-02-12 · MS C++ (first AC) · Tags: bitmasks, brute force, fft

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

524.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · last AC: 2015-12-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

525.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

526.

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: combinatorics, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

527.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-04 · JavaScript (first AC) · Tags: combinatorics, dp, math

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

528.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[LLI](#) [E](#) [P](#) [JI](#) [O](#) [K's solution](#)

529.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: geometry, number theory

[LLI E P JI O K's solution](#)

530.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-08 · last AC: 2017-01-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[LLI E P JI O K's solution](#)

531.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2016-12-07 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LLI E P JI O K's solution](#)

532.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-23 · MS C++ (first AC) · Tags: brute force, greedy

[LLI E P JI O K's solution](#)

533.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-26 · last AC: 2015-12-26 · MS C++ (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

534.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LLI E P JI O K's solution](#)

535.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: dp

[LLI E P JI O K's solution](#)

536.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[LLI E P JI O K's solution](#)

537.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2017-01-05 · last AC: 2017-01-05 · GNU C++11 (first AC) · Tags: dp, flows

[LLI E P JI O K's solution](#)

538.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2017-12-02 · MS C++ (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[LLI E P JI O K's solution](#)

539.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[LLI E P JI O K's solution](#)

540.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-22 · last AC: 2018-01-22 · MS C++ (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[LLI E P JI O K's solution](#)

541.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-03 · last AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[LLI E P JI O K's solution](#)

542.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2016-09-18 · last AC: 2016-09-18 · GNU C++ (first AC) · Tags: constructive algorithms

[LLI E P JI O K's solution](#)

543.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[LLI E P JI O K's solution](#)

544.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[LLI E P JI O K's solution](#)

545.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LLI E P JI O K's solution](#)

546.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[LLI E P JI O K's solution](#)

547.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LLI E P JI O K's solution](#)

548.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · last AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[LLI E P JI O K's solution](#)

549.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · MS C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

550.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · MS C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

551.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · MS C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

552.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · MS C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

553.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · MS C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

554.

100128C

[A5yCn@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

555.

100128F

[A00D0CB ?Cä1CT4D°](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

556.

100128D

[A00D18!](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

557.

100128I

[B 70,0D 0C”BCT@ A”>CDK](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

558.

100128H

[A5yCn@ C :C`>CÔ>C](#)

Rating: — · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

559.

100290H

[A5yCn@ CCÔ4](#)

Rating: — · first AC: 2014-04-04 · MS C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

560.

100290C

[A5yCn@ D 8Dö](#)

Rating: — · first AC: 2014-04-04 · MS C++ (first AC) · Tags: —

[LLI_E_P_JI_O_K's solution](#)

561.

100290A

[BT50iB](#)

Rating: — · first AC: 2014-04-04 · MS C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

562.

100245A

[A\\$>CD>DT@C=C,,;C,,ICR D4<CòK](#)

Rating: — · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

563.

100245D

[Aò×0i0Cò0C`8Cò4D >CÄK](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

564.

100245I

[B,,@0CielC4>D\\$>C\\$8D" 0D\\$0C#C](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

565.

100245B

[AÄ0D\\$5CÄ0D\\$8C#0](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

566.

100245F

[A,,TACòKD\\$0Cò8CR C DC,,;C€](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

567.

100245J

[B BD`00`d8 C =D\\$8C`>CòK C, 3C,,5CòK](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

568.

100245E

[Aò×0i0jAHC`> C\\$@CT<Dò ?D 0Ct4Cò8C#0](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

569.

100245H

[Aò×0i05C0](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

570.

100245G

[A-CD\\$5D 1D >CDK C,,7 CdCC#>C](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

571.

100245C

[B >0DAD\\$2CT=CòKCR AC\\$0Ct8](#)

Rating: — · first AC: 2014-03-28 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

572.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-24 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

573.

100252D

[A:CDtH0,,5 CD@D47DÄO A 5C';D°](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

574.

100252H

[A 8C#0CÔBD >Cô8Dö](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

575.

100252G

[B->Dt5G\\$=Cä2C =C,,5 Cö> Cö@Cä3D 0CÄ<C,,@Cä2C =C,,N](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

576.

100252J

[Aö5D'8D K](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

577.

100252C

[AÖ00ä0CD5CÔ8CP](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

578.

100252E

[BtB0T=C,,5](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

579.

100252I

[AÄ>D'8 C\\$0CÄ?C,,@C](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

580.

100252B

[A10000D K CÔ0 Ct8CÄC](#)

Rating: — · first AC: 2014-03-21 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

581.

100282I

[A45D'8D4;CTA](#)

Rating: — · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

582.

100282C

[AÖ00\\$D,,5D BC\\$8CP](#)

Rating: — · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

583.

100282E

[AD5D5C\\$>](#)

Rating: — · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)

584.

100282H

[A-805D\\$K C" D >C\\$0C°](#)

Rating: — · first AC: 2013-12-16 · GNU C++ (first AC) · Tags: —

[LLI E P JI O K's solution](#)